

Wii™



# MINON: EVERYDAY HERO™



INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**WARNING:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.



THIS GAME SUPPORTS 50HZ (576i)  
AND 60HZ (480i) MODE.



#### IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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## Getting Started

Insert the MINON: EVERY DAY HERO Disc into the Disc Slot.

The Wii™ console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.

Point at the **Disc Channel** from the **Wii Menu Screen** and press the A Button.

The **Channel Preview Screen** will be displayed. Point at **START** and press the A Button.

The **Wii Remote™ Wrist Strap Information Screen** will be displayed.

Tighten the strap around your wrist, then press the A Button. The **Title Screen** will be displayed.

## System Menu Update

Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest **System Menu**, and if necessary a **Wii System Update Screen** will appear. Select OK to proceed.

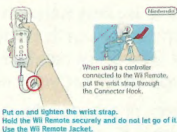
Please note that the Wii console must have the latest System Update in order to play the Disc.

### WARNING-HEALTH AND SAFETY

BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

Also online at  
[www.nintendo.com/healthsafety/](http://www.nintendo.com/healthsafety/)

Press (A) to continue.

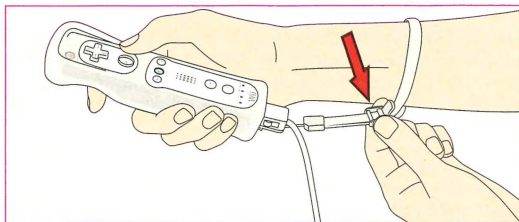


Updating... Do not turn the power off. Please wait a moment.

OK

## CAUTION - USE THE WII REMOTE™ WRIST STRAP

Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



**CAUTION:** Always keep a firm grip on the Wii Remote. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii™ games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

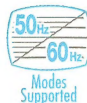
**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Wrist Strap can coil around the neck.



The in-game language depends on the one that is set on your Wii™ console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

### **60Hz (480i) Mode**

Many people don't know what the difference between 50Hz and 60Hz is, but since most modern TV models support 60Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (Hertz) is related to the number of frames per second (fps) appearing on your screen.



50Hz produces 25 fps and 60Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii™ console is 50Hz (576i) Mode. To change this, activate 60Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the **+** Control Pad, and the Wii system will restart in 50Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

### **EDTV / HDTV (480p) Mode – Progressive Scan**

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.



However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii™ is 50Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

### Synchronising your Wii Remote™ with the Wii™ console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

**Standard Mode** – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

**One Time Mode** – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

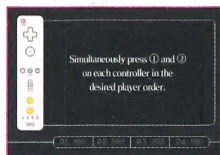
- A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.
- Only a Wii Remote in **Standard Mode** can turn the console power on or off.

### One Time Mode Synchronisation

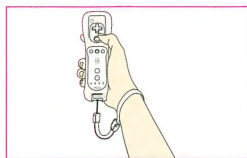
**NOTE:** This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu Screen**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.

For more information please refer to the Wii Operations Manual – System Setup.



### HOLDING THE Wii REMOTE





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# Controls

## (A) Button

Menu Navigation:  
Select  
In-game:  
Stop / Skip

## (+) Button

Menu navigation /  
In-game:  
Display HOME  
menu  
Stop / Skip

## (-) Button

Menu navigation:  
Not used  
In game:  
Pause

## (2) Button

Menu navigation:  
Not used  
In-game:  
Display map

## (B) Button

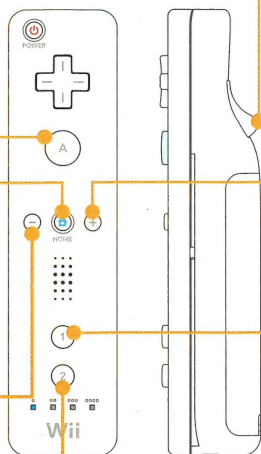
Menu navigation:  
Cancel  
In-game:  
Create Minon  
blocks/Skip

## (+) Button

Menu navigation:  
Not used  
In game:  
Pause

## (1) Button

Menu navigation:  
Not used  
In-game:  
Display map



**MINON, EVERYONE'S FAVORITE SUPERHERO IN THE BRIGHT YELLOW TIGHTS, NEVER FAILS TO SHOW UP WHENEVER SOMEONE NEEDS HELP. EVEN IF THAT MEANS TOPPLING EVERYTHING IN SIGHT! BUT JUST WHO IS THIS MYSTERIOUS MASKED HERO...?**

### **Exhibit D: Antenna**

This antenna responds when it detects the slightest hint of someone in trouble. It can even detect signals from the future, allowing Minon to be on the spot before trouble occurs.

### **Exhibit E: Orbs**

Minon has mysterious orbs on his hands that create the Minon Blocks he walks on. They also serve as weigh to help him keep his balance.

### **Exhibit F: Scarf**

Although it was originally an ordinary scarf, it changed into a super scarf after being exposed to Minon's amazing super powers. They say that even if Minon isn't moving, his muffler will never touch the ground.

### **Exhibit A: Visor**

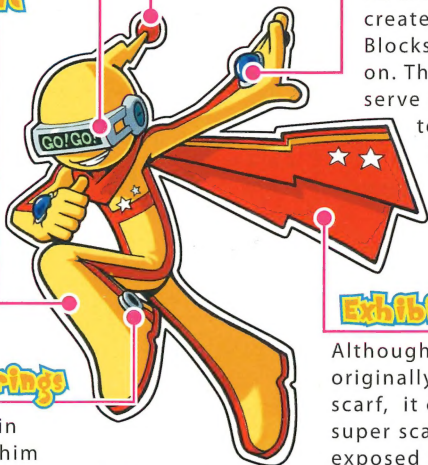
Minon is the shy silent type, so he's got a visor he lets do the talking for him. And with a visor that cool, who needs to talk anyway?

### **Exhibit B: Suit**

Minon's suit is his trademark, and protects him from extreme temperatures. Its super-stretchy material grows and shrinks with Minon, allowing him to quickly change his size.

### **Exhibit C: Springs**

Minon has springs in his heels that give him incredible jumping ability. He uses them to jump from one item to another.



**Who is  
Minon?**



# An Analysts of our Hero



## Domino-Optimized Brain

Minon's brain is always functioning at full speed. Rivaling the power of supercomputers, it allows him to calculate the exact timing and angle for his jumps.



## Minonaide Factory

Minonaide is Minon's source of energy. At the factory where it is manufactured, Minonaide specialists run strict quality checks before it is delivered to the rest of Minon's body.



## Minon Block Master

Minon Blocks are made one by one by a master builder. They say that the slightest imperfection will result in a block being smashed to bits against the ground.



## Minocondria

These mysterious cell-like creatures live inside Minon's body. Despite the terrible pay, they toil away all day without a single complaint!



## Minocow Scales

These scales help maintain Minon's balance. If Minon starts to lose his balance even a little bit, the Minocow will shift its weight to correct it. You could say it's always on the move.



"Help me!"

Kikuzo

Aya



"La la la la la"



Poppo

"They called!"

Munch munch  
munch



"Oh dear!"

Assistant

"I love golf!"



The Prez

Prof. Himeda



"How do you  
do?"

citizens of  
Domino Town

We LOVE Michiko!



"I've been in the business for 24 years!"



"Here is your question!"

Pierre



The Producer



Michiko

"And for my next song..."

"S...Sniffles?  
Yes, Sniffles?"



Sniffles



Sniffles



## Main Menu

Point the Wii Remote at the Start icon on the title screen and press the A Button to display the menu screen.



## Story mode (please refer to p.12 to learn more about store mode)

Play the game in Story Mode.

- Starting a new game

If you select "NO DATA" you will start a new game from the beginning.

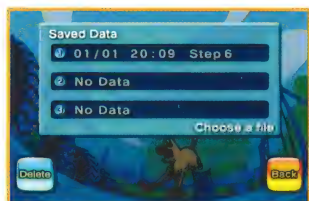
- Continuing a saved game

If you have save data, you can load it to start playing where you left off.



## Versus mode (please refer to p.19 to learn more about Versus Mode)

Play a two-player game. Two Wii Remotes are required to play a versus game.



## Options (please refer to p.21 to learn more about Options)

Change the game options.

Note: Your progress is automatically saved after you clear a stage.


# Story Mode


## Starting a Game

Select a stage to start the game. You cannot select stages that you haven't beaten yet.



## Manuals

View manuals that contain gameplay hints. You can get more manuals by collecting the  items in the game.


When you get a  item, check your manuals.



## Gallery

View Memories and Scores.

### ● Memories

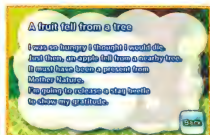
View the Memories that you have collected. You can get more by collecting the  items in the game.



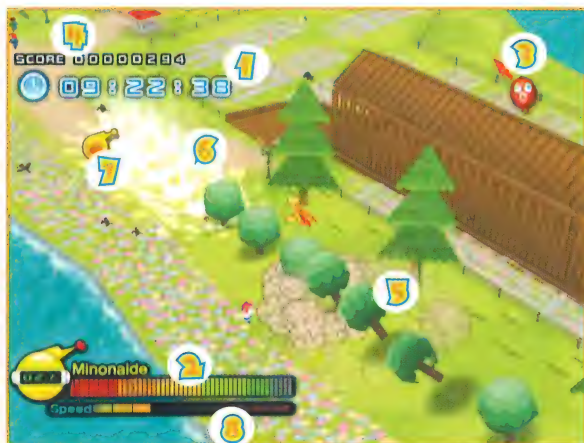
Select the Memory that you want to see to display it.

### ● Scores

View the high scores, clear times, and max combos earned on each stage.



# The Game Screen



## 1. Timer

Displays the time elapsed from the stage start. Some stages have time limits.

## 2. Minonaide

This is the source of Minon's power. Creating Minon Blocks uses up Minonaide. It can be recovered by performing combos (please refer to p.15 to learn more about combos). Running out of Minonaide will result in a game over.





### 3. Goal Arrow

Arrow that points in the direction of the goal. Depending on the stage, it may change into a different kind of symbol.

### 4. Score

Shows how many points you have earned in the current stage.

### 5. Object

An object that Minon can get on top of. The speed with which an object falls over will depend on its size.

### 6. Minon Blocks

Blocks created by Minon that allow him to travel in areas where there are no objects. Creating Minon Blocks uses up Minonaide.

### 7. Guide

Determines where Minon Blocks will be created next.



### 8. Speedometer

Displays Minon's current speed



# How to Play

## Combos



Shake the Wii Remote just as Minon jumps on top of objects to string together combos. Combos not only increase your score, but they also have the following additional effects

- Speed Increase

The higher the combo, the faster Minon will move. He will lose speed if he stops or hits an obstacle.

- Recovery

The more combos pulled off, the more Minonaide Minon will recover. This technique is a must for later stages of the game.



## Recovering Minon's Balance



If Minon stops on the top of an object, he will start to lose his balance. The meter will turn red and you will have to tilt the Wii Remote to help him regain his balance.



## Special Objects

There are special objects in each stage that Minon can jump on top of. When you get on top of a special object, follow the instructions on the screen to activate it using the Wii Remote.



## Branching Paths

While running along, you may come to points where the path branches. Minon will proceed in the direction of the arrow, so you must move the guide to the direction you want to travel.





## Save Points

Touch a save point during game play and your game will be saved automatically. This will allow you to restart from that point even if you fall to the ground.



## Map

Press the 1 Button or the 2 Button during the game to display a map of the entire stage.



## Pause Menu

At any point during the game you can access Pause menu by pressing + Button or - Button

- Manual

View the manuals you've found.

- Continue

Continue playing the game.

- Quit

Return to the menu screen.



## Results Screen

- Clear Time

The time it took to clear the stage.

- Score

Your score when you cleared the stage.

- Max Combo

The highest combo you performed during the stage.

- Objects Toppled

The number of objects you toppled during the stage.

- Memories Found

The number of Memories found in the stage.

- Grade

An evaluation of your performance



## Versus Mode

By connecting a second Wii Remote, it is possible to play a two-player game. Each player topples objects on the field in an attempt to get the most points before the time limit is up.

- Stages

There are 2 stages: the Sports Stage and the Digital Stage.

- Area

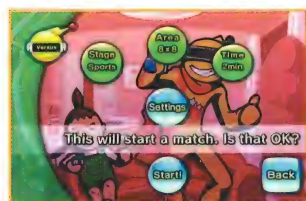
There are 3 stage sizes: 8 x 8, 16 x 16, and 24 x 24.

- Time

There are 3 time limits: 1, 2 or 3 minutes.

- Settings

Change the settings for stage, area, and time. Each setting will be determined at random.





## Versus Mode Screen

- Time

Displays the remaining time. The game ends when this reaches 0.

- Score

Displays the current score.

- Items

Picking up items will have a variety of effects on you or your opponent.



### Speed Up

Increases your speed.



### Blind

Darkens your opponent's side of the screen.



### Speed Down

Slows down your opponent



### Flip

Reverses your opponent's controls.



### Camera Change

Changes your opponent's camera angle.



### Lost

Hides your opponent's Minon Block guide.

## Versus Mode Results Screen

- 1P Score

Player 1's score.

- 2P Score

Player 2's score.

- Retry

Compete again with the same settings.

- Quit

Return to the Versus menu screen.

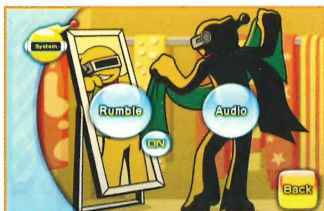


# Options

Here you can change a variety of game settings.

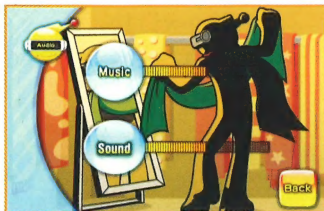
## ● Rumble

Turn the Wii Remote's Rumble Feature on or off.



## ● Music

Adjust the volume for the background music.



## ● Sound

Adjust the volume for the sound effects.



## Limited Warranty

Nordcurrent warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free of defects in materials and workmanship for 180 days from the date of purchase. During this time period, faulty materials will be exchanged if the original product is returned to the place of purchase, together with a dated receipt of purchase or a copy thereof. This warranty is an addition to, and does not affect your statutory rights. This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage, corruption or excessive wear. In no event shall Nordcurrent be liable for any special, indirect or consequential loss or damages, or any loss or damage caused by or suffered by reason of any loss or corruption of data arising in the use or inability to use the software.

## The PEGI age rating system:

Age Rating  
categories:  
Les  
catégories  
de tranche  
d'âge:



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)

**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content  
Descriptors:



**BAD LANGUAGE**  
**LANGUAGE**  
**CHOQUANT**



**DISCRIMINATION**  
**DISCRIMINATION**



**DRUGS**  
**DROGUE**



**GAMBLING**  
**JEUX**  
**D'ARGENT**

Description  
du contenu:



**FEAR**  
**EPOUVANTE**



**SEXUAL CONTENT**  
**CONTENU SEXUEL**



**VIOLENCE**  
**VIOLENCE**



[pegionline.eu](http://pegionline.eu)

The PEGI Online logo indicates that a game allows the player to have access to online game play. For further information about online gaming please visit: <http://www.pegionline.eu>

Le logo PEGI Online indique qu'un jeu permet de jouer en ligne.

Pour de plus amples informations sur le jeu en ligne, veuillez consulter le site : <http://www.pegionline.eu>

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

**<http://www.pegi.info>**

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